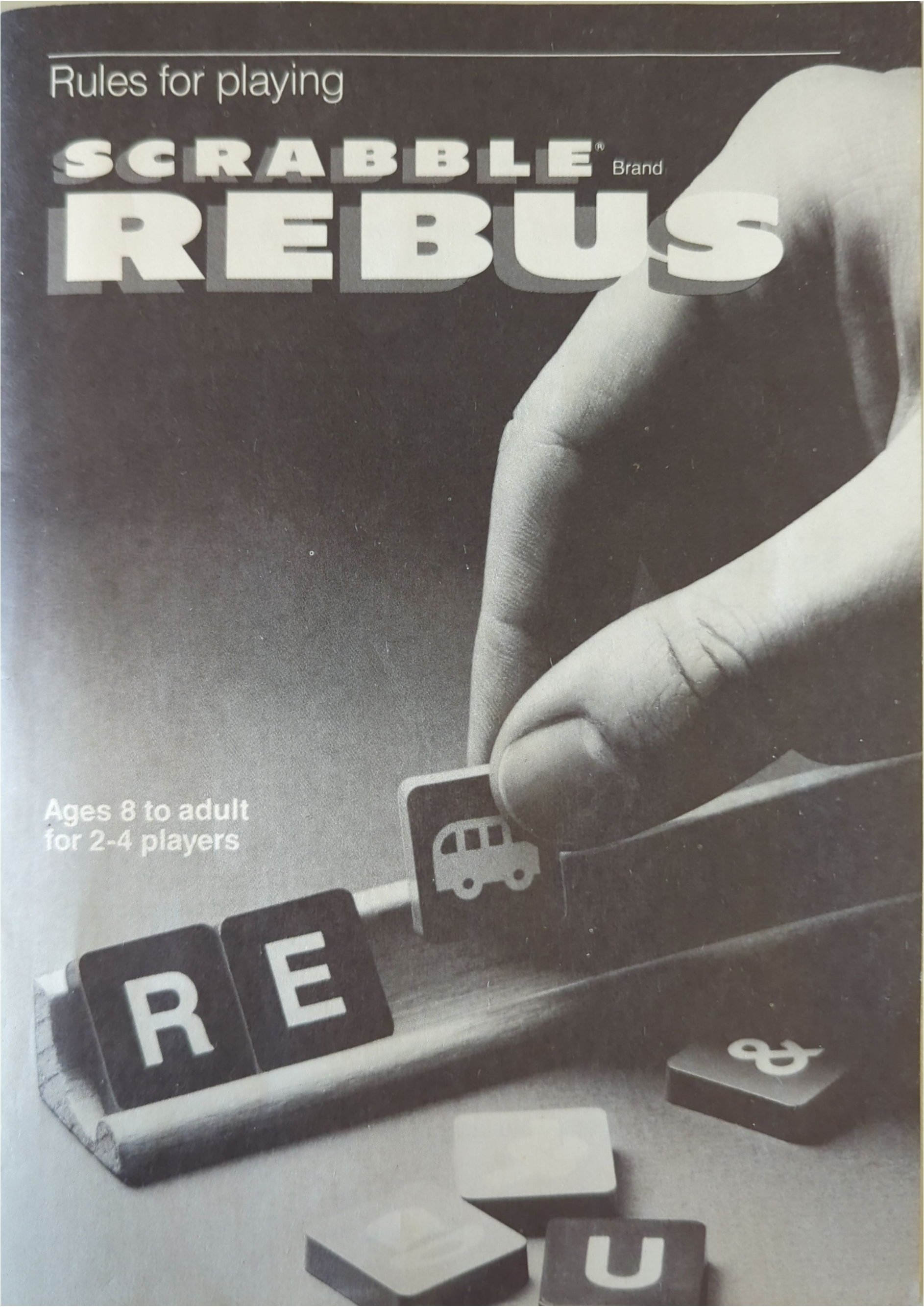
Rules for playing

SCRABBLE® Brand REBUS



Ages 8 to adult
for 2-4 players

Contents:

1 Playing Board
108 Tiles (27 each of Red, Green, Blue & Yellow)
4 Tile Sacks
4 Racks

Object:

Players must create words, phrases, titles or sentences from the letters and symbols provided. This type of word or sentence formation is called a Rebus. Players alternate turns by forming words and sentences crossword fashion on the board. The player with the highest score wins the game.

Set Up:

Carefully remove the four sets of tiles from their trees and place them in their matching color tile sacks. Any excess plastic remaining on the tiles may be easily removed with a pair of scissors. Players decide who goes first. Beginning with the first player, he/she draws two tiles from each tile sack for a total of eight tiles.

The Play:

The starting player arranges his/her tiles to form a Rebus sentence or word and places it vertically or horizontally on the board so that one tile covers the Center Star. NOTE: The score for the first play on the Center Star is doubled. He/she totals his/her score and replaces the tiles with the **same color tiles**. Players always maintain eight tiles in their racks. Play passes to the left. The second player and subsequent players must form Rebuses that connect to those words already played, crossword fashion.

Rebus Game © 1986, David Mair

Forming Rebuses:

1. Sentences must be plausible and complete statements as judged by the other players. Sentences may be as simple as "I saw." All parts of a Rebus must be represented by a symbol or letter and punctuation is understood.

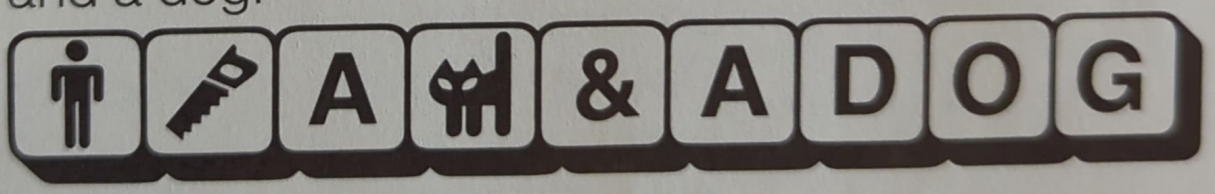
2. Single word Rebuses may be formed, i.e.

Welcome.

Words can be spelled out using letters within a sentence.

3. A Rebus that has already been played may be added to as long as the new portion relates logically to the old, i.e. You are a delight . . . to me.

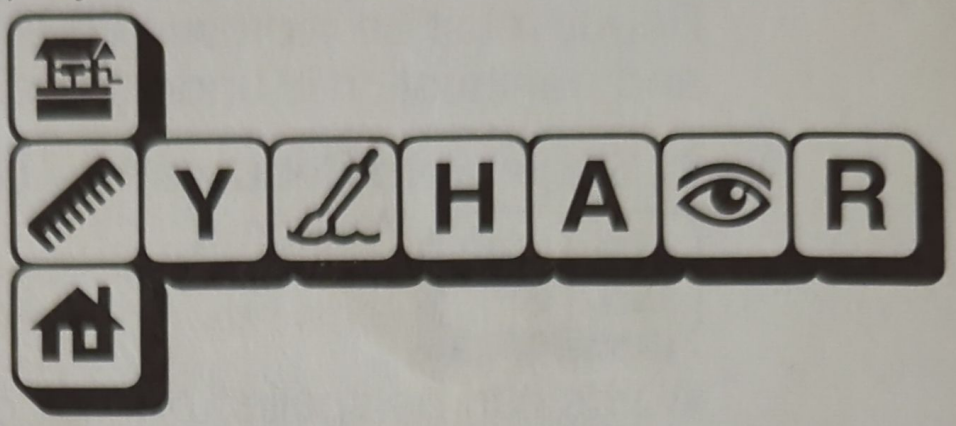
4. More than two words used in lists are not allowed, i.e.—He has a cat, phone, dog and leaf. An acceptable play might be: He saw a cat and a dog.



5. Proper nouns and common names are allowed, i.e. Emily.

6. Initials are NOT allowed, i.e. FDR.

7. A symbol's meaning may be changed to suit the second Rebus when it connects to one previously played, i.e. Comb your hair—Welcome home.



8. When drawing replacement tiles and none remain in the same color, a player may choose from any of the other tile sacks.

9. If a player cannot form a Rebus, he/she may choose to replace all or some of his/her tiles and pass his/her turn.

Scoring:

1. The basic score
The number of tiles used in one turn for a Rebus is multiplied by three.

2. Bonus Squares
If a tile is placed on an Orange/Green Square, the score is doubled. If it is placed on a Red/Blue Square, it is tripled.
Once a tile covers a Bonus Square, the next player may not recount the value of the Bonus Square if he/she extends the word. Bonus Squares apply *only* in the turn in which they are first played.

3. Players receive a 50 point Bonus for using all eight tiles.

Winning:

The game ends when all tiles have been drawn from the four tile sacks and *one* of the players has used all of the tiles in his/her rack *or* until all possible plays have been made. Players with tiles remaining in their racks must reduce their score by the amount of tiles multiplied by three. The player with the highest score wins.

Examples of some Rebuses:

You're a delight my love.

She knows when to leave.

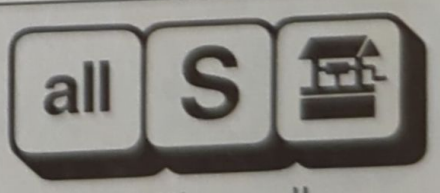
He saw a cat near by.

Would you want one or two?

Glossary:

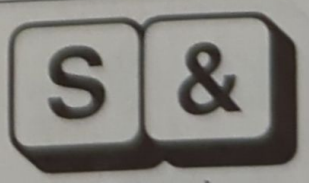
On the following pages is a glossary of the symbols used in this game set. They should be used only as a guide, and if new ways of interpreting a symbol are acceptable to all players, then these new meanings can be used. Besides the possible meaning of a symbol, a simple example is given.

= all



All's well

= and

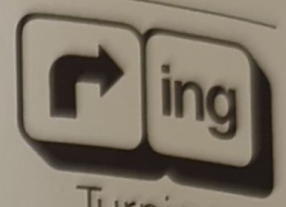


Sand

= Ant, aunt, bug, insect

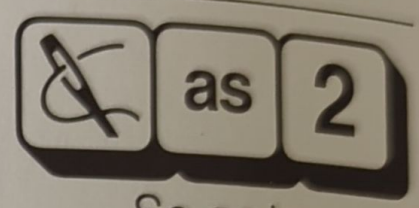
Want

= Arrow, turn, point, up, down, left, right



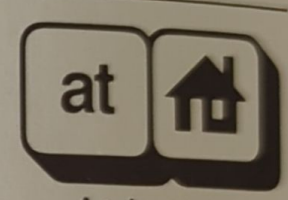
Turning

as = as



So as to

at = at



At home

= Be, bee

Bewitching

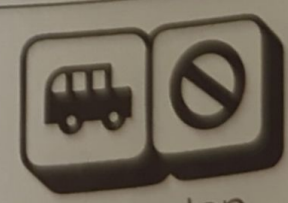
= Boy, he, him, his, man, male

He'll

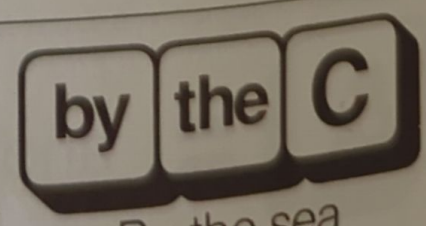
= Broken, broke, break

I'm broke

= Bus,ride

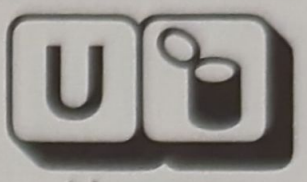

Bus stop

by = By, bye, buy



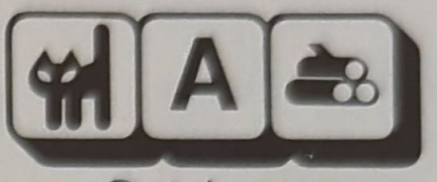
By the sea

= Can, tincan



You can

= Cat, kitten



Catalogue

= Check, mark

Checker

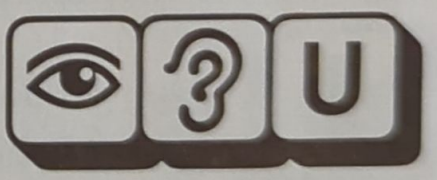
= Comb, come

Welcome home

= Cut, scissor

Cutting

= Ear, hear



I hear you

= Egg, shell, broken, fragile

Beg

= Eye, I, aye, look, see, sea

I can

= Flame, fire, burn, heat, hot

Hotel

= Girl, she, her, female, woman, hers

She saw

= ½, half, halve

I have to

= Hand, fingers, palm, stop

Handle

= Hat, tophat

Chat

= Heart, love

Start

= Hen, chicken, bird, fowl, foul

When

= Hoe, ho, how

Home

= House, home, how's, building

How's she

= In, inn

In the house

ing =

=

=

=

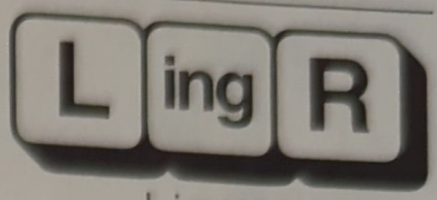
ly =

=

NO*

=

= ing



Linger

= Knot, not, tie, rope

Naughty

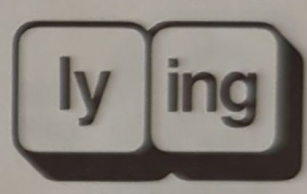
= Leaf, leave

Leave him

= Light, lightbulb, bright, idea

Delight

= ly



Lying

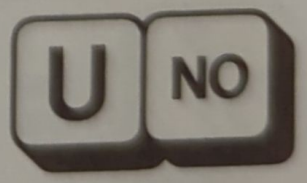
= Maid, made

Maiden

= Needle, eye, thread, sew, so

Can she sew

= No, know, on



You know

= Nose, knows, smell

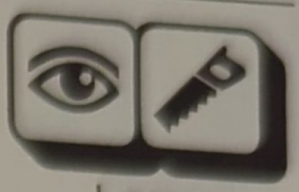
He knows you

*Note: NO may also be used for ON.

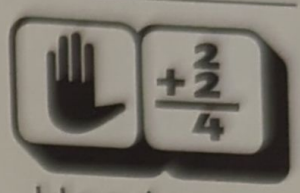
= Oar, paddle, or, ore, row	M	More
of = of	of	Made of wood
off = off	off	Off hand
ON* = On, know, no	ON	On fire
= Don't, prohibit, stop, not		Don't run
= Road, rode		Rode home
= Rose, rosebud, flower		He rose
= Run, ran, running, runner		Run-down
= Sandwich, bread, bite, eat	2	To eat

*Note: ON may also be used for NO.

= Saw


I saw

= Sum, some, add, total


Handsome

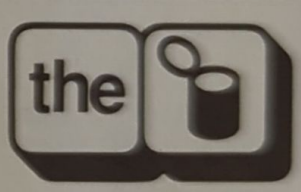
= Sun, son, light, bright, burn

Sunny

= Telephone, phone, call

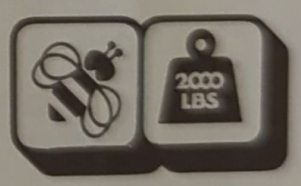
Phony

= the



The can

= Weight, ton, heavy, wait


Beaten

= Well

Oh well

= Will

She will

= Witch, which

Which one

= Wood, would, woodpile, log/s

I would

A = A, a

Ail or Ale

C = C, c, see, sea

I see

D = D, d

I'd

E = E, e

Erode

F = F, f, if

For, Four

G = G, g, gee

Algae

H = H, h

Hate

L

M

N

O

Q

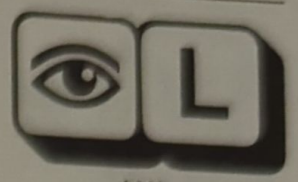
R

S

T

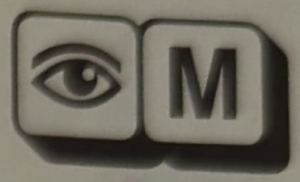
U

L = L, l, el



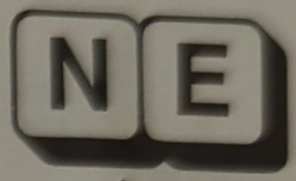
I'll

M = M, m



I'm

N = N, n

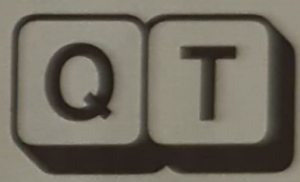


Any

O = O, o, oh

Oh Boy

Q = Q, q, cue, queue

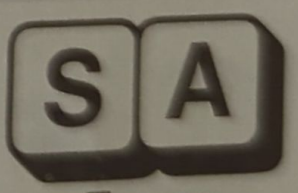


Cutie

R = R, r, are

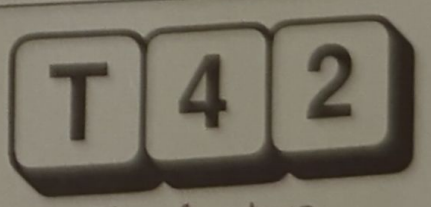
Are you

S = S, s



Essay

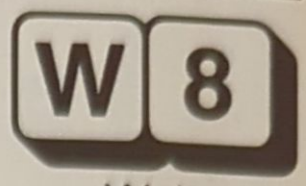
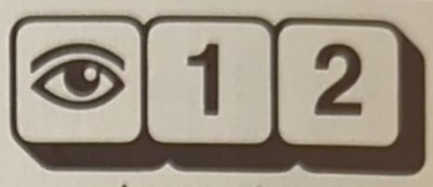
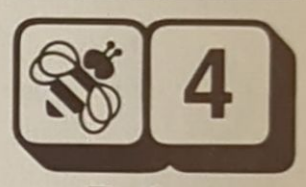
T = T, t, tee, tea



Tea for two

U = U, u, you, ewe

Your

W = W, w		Wait
Y = Y, y, why		Wine
1 = 1, one, won		I won too
2 = 2, two, to, too		Too late
4 = 4, four, fore, for		Before
8 = 8, eight, ate		Eighty
10 = 10, ten		Tent

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